



## **SSYS ROOKIE SOFTBALL LEAGUE LOCAL RULES AND REGULATIONS**

*Version: February 9<sup>th</sup>, 2014*

The following are the basic rules needed by the coaches. These rules rely heavily on the ASA rules, with some modifications for recreation league play. While many ASA rules are contained herein, this should not be construed as a substitute for the ASA Rules, which each coach is expected to read and adhere to.

The purpose of the Rookie League is to teach players proper technique for fielding, throwing, catching and hitting a softball, all while having a lot of fun. This is an instructional league, not a competitive league and no score will be kept. Coaches should feel free to interrupt the game, at the completion of a play, to instruct players.

### **I. GENERAL RULES**

#### **1. EQUIPMENT**

- a. Rookie League will play with a cushioned 10" Optical Softball such as the "Incrediball" or the "Softie".
- b. No player will occupy the catcher's position, if during the course of the season a catcher is required, a parent from the offensive team shall field the catchers position until the ball is put into play.
- c. The distance between bases shall be set at 45'.

#### **2. DURATION OF GAMES**

- a. Games shall be 60 minutes in duration, or 5 innings in length, whichever shall first occur. No new inning shall be started after 50 minutes. At the end of the 60<sup>th</sup> minute, the game will be declared over, and the players and coaches should shake hands, and vacate the field so that the next scheduled game can begin on time.
- b. An inning will be three (3) outs or five (5) runs.
- c. The next inning will start the moment the third out is made, or the moment the fifth run has scored
- d. Time Between Half-Innings: The time between the last out and the first pitch in the next half inning should not be greater than three (3) minutes.
- e. In the event of a tie, no inning will start after one hour and fifteen (15) minutes.
- f. Games shortened by weather conditions will be complete games after three (3) innings or two and one-half (2 1/2) innings if the home team is ahead. Incomplete games will be replayed completely at a later date.



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### 3. DUGOUTS AND HOME TEAM RESPONSIBILITIES

- a. Dugouts
  - i. Assignments: Home team will occupy the 1<sup>st</sup> base dugout.
  - ii. Cleanup: Teams must remove all equipment and trash from the dugouts immediately following the completion of games.
  - iii. Vacate Immediately: Dugouts are to be vacated immediately following any game where another game is scheduled on the same field. Post-game team meetings must be held elsewhere.
- b. Home Team Duties
  - i. Game Balls: The Home Team is responsible for supplying two (2) like-new game balls for each game.
  - ii. Scoring: The home team is the official scorekeeper

### 5. NUMBER OF PLAYERS REQUIRED

- a. A team must have a minimum of seven (7) players present at the start of a game. If 7 eligible players are not available by 10 minutes past the official game time or at any time during the game (for any reason including injury), then the other team shall "loan" the team with too few players a player, and the game shall proceed.
- b. If neither team has seven (7) players, then the coaches can, at their discretion, combine teams for a joint practice, or play a game with no outfielders.

### 6. BATTING ORDER AND DEFENSIVE POSITIONS

- a. Defensive positions include five infield positions: pitcher, first base, second base, shortstop and third base. All other positions will be in the outfield.
  - i. Outfielders should position themselves a minimum of fifteen (15) feet behind the base paths.
  - ii. Infielders should position themselves more than seven (7) feet inside the base paths. Infielders should not be positioned on the base path.
  - iii. Substitution: There shall be free substitution for all players throughout the game. Players shall play an equitable number of innings in the infield and outfield, and no player shall play the same position more than two (2) innings in any one game



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- b. A team's lineup shall consist of all players present at the start of the game.
- c. Any late-arriving players shall be entered into the game at the bottom of the existing batting order when they arrive.
- d. Batting Order: The batting order shall include all players on the team roster who are present and shall bat straight through the order (All players present bat). A manager should juggle the batting order from game to game to avoid the same player hitting first or last.

## **II. OFFENSIVE RULES**

- 1. Batting
  - a. The batting order will consist of the entire roster of players present.
  - b. A late player will be placed at the end of the batting order.
  - c. No strike outs.
  - d. The batter gets 5 pitches. If the batter does not put the ball in play in 5 pitches, then a tee must be used for the remainder of that at-bat until the ball is put into play.
- 2. Sliding: There should be no sliding in the Rookie League. Runners should run and avoid contact with defensive players.
- 3. Batters may not bunt. The batter must swing, and must hit the ball a minimum of ten (10) feet in fair territory to constitute a fair ball.
- 4. Base Runners
  - a. Base Runners may not leave the base until the ball is put into play by the next batter.
  - b. Base Runners may advance only 1 base on a ball put into play by a batter hitting a coach pitch, unless the ball leaves the infield, in which case runners can advance multiple bases until the ball is returned to the infield (Control by any player is not necessary). Base Runners in progress at the time the ball is returned to the infield may continue toward that next base at their own peril.
  - c. Base Runners may advance only 1 base on a ball put in play by a batter hitting off the tee, even if the ball leaves the infield.
  - d. There is no base stealing in the Rookie League.



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### **III. DEFENSIVE RULES**

1. Pitching and Pitcher's Position
  - a. A coach from the offensive team will pitch to his or her own batters. The coach will stand 25 feet from home plate, and will toss the ball (underhand) to another coach from his or her team who will be the catcher. If the batter fails to put the ball into play after five swings of the bat, the batter will then hit the ball off a tee placed on home plate.
  - b. The defensive team will have a player occupying the pitcher's position. This player should not be closer than 25 feet from home plate, and when a coach is pitching should not line up in front of that coach.
  - c. The "Coach Pitcher" cannot participate in any defensive play and must use reasonable effort to avoid interfering with defensive team play.
2. OVERTHROWS: To encourage players to attempt throws to first base (or other bases, where applicable), Base Runners may not advance any bases on an overthrow.